SNS-E2-USA

F1-ROC II™

RACE OF CHAMPIONS

INSTRUCTION BOOKLET

SETA™
SETA U.S.A., INC.

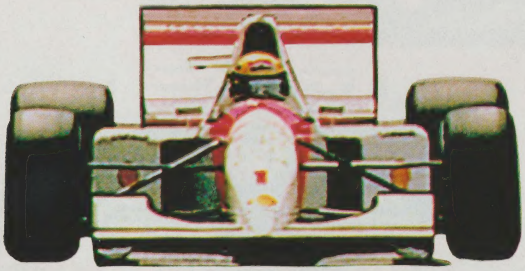
SUPER NINTENDO®
ENTERTAINMENT SYSTEM

THANK YOU FOR SELECTING

F1-ROC II™

RACE OF CHAMPIONS

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



FIA FORMULA 1 WORLD CHAMPIONSHIP

Official Nintendo Seal of Quality®

DSP DIGITAL SIGNAL PROCESSOR

DYNAMIC GROWTH

LICENSED BY Nintendo

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They gather here, hungry for danger.
Laying their lives on the line for fame and glory.
Veterans and Cinderella stories alike.
Earth-bound pilots fighting for the thrill of victory.
26 competitors battling for the Grand Prix championship.

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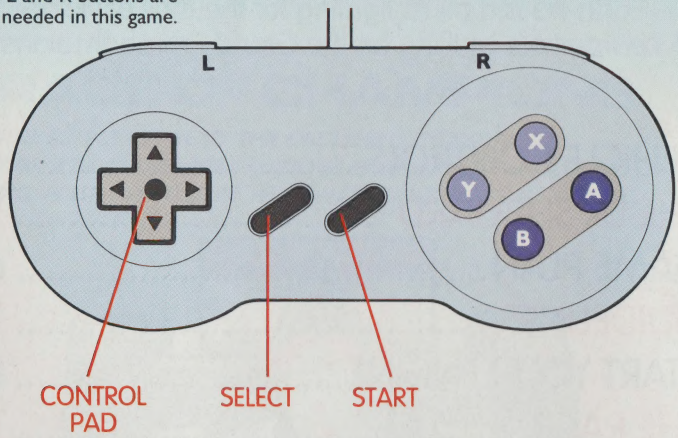
VEHICLE CONTROLS

The L and R buttons are not needed in this game.



CONTROL PAD Steer your car left or right with the Control Pad. Use it to move the cursor in option screens.

SELECT To move the cursor around in all of the option screens, you can also push the Select button.

START Press Start to pause during a race. Also use Start to select the option highlighted by your cursor.

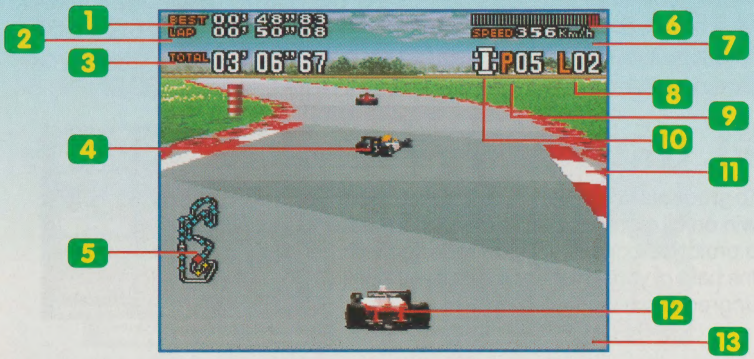
Y BUTTON Apply your brakes during a race with the Y button. Like Start, it selects items on the option screens.

B BUTTON Push B to accelerate, release to coast. Also press B to select an option highlighted with the cursor.

X BUTTON When you have highlighted an item or function with the cursor, you can push X to select it.

A BUTTON The A button is similar to X, it will select whatever is highlighted by the cursor.

THE DASHBOARD



1. The best time ever set on this racetrack is indicated here. Pace yourself against this as you make your laps.
2. The lap clock here shows how long it took you to complete the last lap. Check your time to note your improvement.
3. You can check this clock to see how many minutes, seconds, and hundredths of a second the race has lasted so far.
4. This is the competition. Do what it takes to maneuver around and in front of your opponents--except hitting the wall.
5. In this overview, yellow dots are the cars ahead of you, blue dots are cars behind, and your car is the red dot.
6. The tachometer displays engine power as you accelerate. When it tops out in the red, your car is at maximum drive.
7. Vehicle speed will be displayed here in Kilometers per hour. To determine miles per hour, divide this number by 1.6.
8. Each race and qualifying run has a set number of laps. This portion of the screen indicates how many laps remain.
9. Here you can see the position of your car in relation to the other 25 competitors on the race track.
10. Check this indicator regularly. It tells you when your car is damaged and needs to visit the pit stop.
11. This is the guard rail. It is known to be severely hazardous to the safe operation of your vehicle.
12. Your race car will appear here on the screen. It is a sleek, mean, high-tech racing machine!
13. The course of every racetrack is unique. Each offers a set of challenges that will push your skills to the wall.

GAME PLAN

Your goal is not easy: to become the World Champion F1 Racer. Beginners cannot enter the lethal world of F1 racing. You won't be qualified as an F1 driver unless you become a champion in both Group C and F3000.

1. GROUP C

To graduate from Group C racing, you must win on all eight racetracks. You'll start with a prototype car that you can redesign with the help of your chief engineer. If you don't upgrade, you won't get far.

2. F3000

The eight courses in F3000 racing are more challenging. You'll also be competing against better drivers. The trick in using F3000 is the proper combination of parts, the "Best" parts (most expensive) are not always appropriate.

3. F1 GRAND PRIX

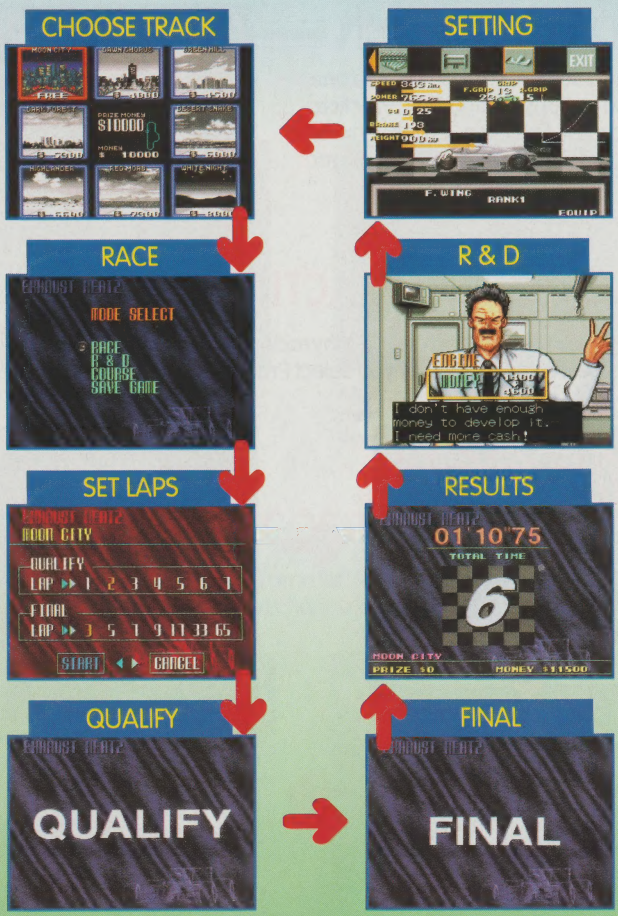
Now you'll find yourself belted into a MCLAREN with a V12 engine roaring at your back! In this competition you can win Driver's Points. Earn as many as possible while touring the sixteen available racetracks.

4. F1 NEXT SEASON

As you begin the next racing season you get to choose a new car and your sponsor. Note, when you change cars, you begin with all rank 1 parts. The key to victory is earning Driver's Points.

GUIDELINES

It doesn't take racing rookies long to learn the best route to the F1 tour. The guidelines used by those few drivers who succeed are outlined below. Follow them in this order and you'll improve your chance for success.



START YOUR ENGINE

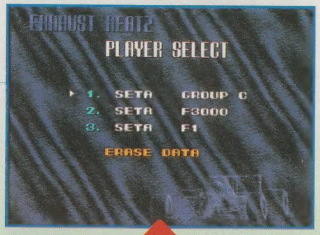
Watch an F1 race before beginning a game and catch the fever! When the title screen appears, do not push any buttons and the demo will begin. Push the Start button to return to the title screen.

TITLE SCREEN

At the title screen, you can choose one of three options: Grand Prix, Practice, or Records. Selecting Grand Prix or Practice will take you into the player select screen.

PRACTICE

For those who want a long and healthy racing career, practice is advised. The options below appear when you select Practice.



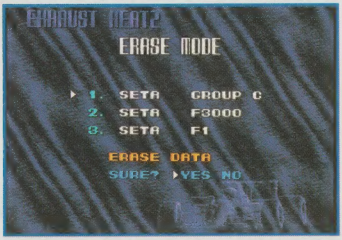
PLAYER SELECT SCREEN

Although only one person at a time can play F1-ROC II, you can save up to three games. To begin a new game, select an EMPTY slot and enter your name. If all three slots have a game saved, you must choose ERASE DATA and delete one game to start another.

EMPTY

Once you choose EMPTY, enter your name. Move the cursor to an option and push B to select it.

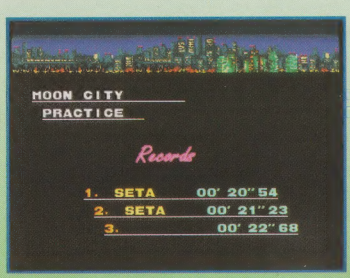
ERASE DATA

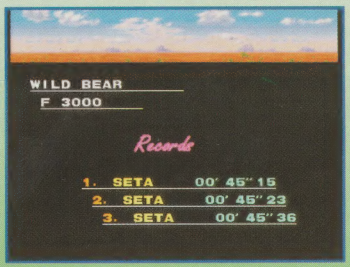


After you select ERASE DATA, move the cursor next to the game you want to delete and push B.

RECORDS

Enter this screen to see the Hall of Fame list. Push the Control Pad up or down to switch levels, and left or right to change courses.





GRAND PRIX

Under this option, you can make the choices that will start you on your way to the top. The challenge is for you to develop the skills and a car capable of winning the F1 championship.

- TITLE SCREEN

From this screen, watch an F1 Race or begin your official racing tour by selecting Grand Prix. Once you have chosen a game slot (1, 2, or 3), the mode select screen opens, where you will get ready for your race.

- PLAYER SELECT SCREEN

As explained on page 9, in this screen you must choose to start a new game or return to an existing game. If you pick an existing game, you will return to the racetrack you were last on.

- MODE SELECT

On this screen you have four options seen in the photo to the right. You can select your course of choice in Class C and F3000 races but you must follow a pre-determined order in the F1 Class.

THE RACE

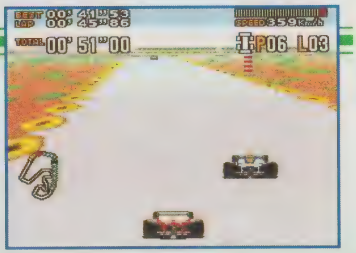
Speed alone will not win you a race. You must master the art of tight cornering, to maintain speed without losing control. Pass your opponents in the curves.

QUALIFY

You are the only person on the race-track during the qualifying run. Your goal is to achieve the fastest lap time--the better it is, the better your position at the start of the race. Knowing the layout of the track will improve your speed.

FINAL

To be a contender for first place, you must make a clean start. Experiment with different take-off techniques, like just tapping B at first. Accelerating too fast will simply cause the engine to race and you'll be left spinning your wheels.



PIT STOPS

Your tires will wear out in long races, so you'll need to make pit stops. You should also stop when the car is damaged. The exit to the pit is in front of the Start/Finish line, as shown in the photo. Push B repeatedly to increase the speed of your crew.

MODE SELECT

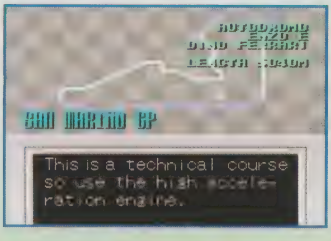
You will work within this screen throughout your racing career to choose racetracks and upgrade your car. After each race you return to the mode select screen to plan your next move or save the game.

COURSE

This screen appears when you select the Group C or F3000 level. Press the Control Pad to view the eight racetracks. Push B to select one. You don't have to follow any order when choosing tracks.

F1 GRAND PRIX TRACKS

When you are in F1 class and select course here, the track you must race next will be displayed. Push B to return to the mode select screen. If you do not finish the 16 races with the most Driver's Points, you must start the F1 tour again.



RACE

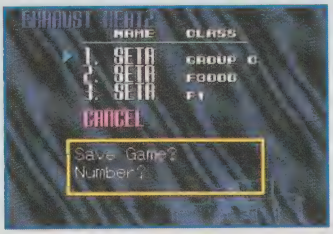
On this screen you can choose the number of laps for the qualifying run and the race. Change the numbers with the Control Pad and then pick START. Choose Cancel to return to the mode select screen.

SAVE GAME

Save your game before you turn off the SNES. Also save periodically during play so you don't accidentally lose a game. After you save, you can return to where you were in the game.

GAME SLOT

When you select save, you are offered the three game slots. Place the cursor next to 1, 2, or 3 and push B. If you save over an existing game, the older game will be replaced with the new one.



CONTINUE

Once you have saved your game or selected Cancel, you are offered the option of continuing to play. If you pick Yes, you will be sent back to the mode select screen. Choosing No returns you to the title screen.

R & D

Your chief engineer is responsible for modifying the vehicle to keep up with your growing skill. When you choose R & D, you enter the option screens where you make changes to improve your car. See page 15.

ANATOMY OF A RACE CAR

Each part on the car is crucial to your performance on the track. Driving an undeveloped vehicle could cost you the race, so upgrade its parts as soon as you can afford to.

TIRES

Good tires will boost your car's take off speed and help it hang on to tight curves. One of the first parts you should consider changing is the type of tire on your car.

REAR WING

As air moves over the rear wing, it pushes the back of the car down, adding pressure to the tires and improving traction on corners.

FRONT WING

Air pressure against the front wing of your car improves the grip of your front tires on the road. An effective front wing also helps you steer better.

ENGINE

You need to pay attention to both the top speed of your car and its rate of acceleration. Check the power curve of an engine to learn how fast it accelerates.

BRAKES

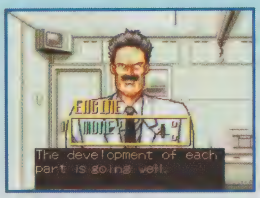
To safely maneuver hairpin turns and work your way through a knot of cars, you need good brakes. Powerful brakes are the difference between win and wipe out.

SUSPENSION

If you want your car to really sit down and hug those turns, it must have state-of-the-art suspension. You will also ride more comfortably in rough spots.

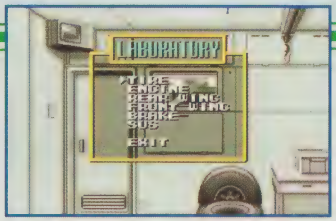
R & D

Pictured at the right is your chief engineer. He is rather demanding in terms of salary requirements, so try paying him different amounts. Treat him well, though, since your success depends on his skill.



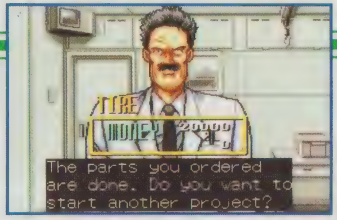
LAB

Tell your engineer which part of the car to work on by moving the cursor next to the part name and pushing B. Then deposit money into your account by using the Control Pad.



PROGRESS

In between races, come back to the lab screen to see how the engineer is doing with your repairs. He'll either ask for more money or tell you he's finished the job.



Below are the parts you can upgrade. All parts are assigned a rank, with 8 being the best. Upgrading requires a money investment to cover the engineering costs.

GROUP C	F 3000	F 1
•TIRES •ENGINE •REAR WING •FRONT WING	•TIRES •ENGINE •REAR WING •FRONT WING •BRAKES	•TIRES •ENGINE •REAR WING •FRONT WING •BRAKES •SUSPENSION

SETTING

When you select this option, you will see the screen below. Push the Control Pad left or right to move through the part icons. Exit takes you back to R & D.

1. Scroll through the icons until you find the one for the part you want to change. Highlight it with the cursor.
2. The top speed of your car, with its current parts, appears here in kilometers per hour. Divide by 1.6 to find mph.
3. To be a winner, you need a car with powerful acceleration so you can quickly regain speed when pulling out of turns.
4. The drag coefficient, shown here, is how much wind resistance your car has. The lower the number, the better.
5. This indicates how long it takes your car to come to a stop. The higher the number here, the better your brakes.
6. The weight of your car will be displayed here. It has some effect on the vehicle's traction, brakes and engine power.
7. You can check out your car in the shop to review the changes and decide what parts to upgrade next.
8. The name and rank of a part appear here as you highlight the icon. Change rank by pushing up or down on the Control Pad.
9. The number provided here indicates amount of traction. It will change as you select different wings and tires.
10. The power curve indicates how fast the engine can accelerate. The curve for the current engine is colored.
11. This hand points to the part on the car matching the icon you have selected at the top of the screen.

RACETRACK STATS

Below is a chart indicating how much it will cost you to race on each track. The purse amounts, depending on where you place at the finish, are also provided.

CLASS C

Course Name	Moon City	Dawn Chorus	Green Hill	Dark Forest	Desert Snake	Highlander	Red Moai	White Night
Entry Place	FREE	$4000	$4500	$5300	$6000	$6600	$7300	$8000
1st Place	$10000	$12000	$14000	$16000	$18000	$20000	$22000	$24000
2nd Place	$7000	$9000	$11000	$13000	$15000	$17000	$19000	$21000
3rd Place	$5000	$6000	$7000	$8000	$9000	$10000	$11000	$12000
4th Place	$3000	$4000	$5000	$6000	$7000	$8000	$9000	$10000
5th Place	$2000	$3000	$4000	$5000	$6000	$7000	$8000	$9000
6th Place	$1500	$2000	$3000	$4000	$5000	$6000	$7000	$8000
7th on	$1000	$1000	$1000	$1000	$1000	$1000	$1000	$1000

F3000

Course Name	Black Stone	Metal Rabbit	Mad Point	Laser Blaster	Wild Bear	Great Seta	Paradise	Sunset Horizon
Entry Place	FREE	$4500	$5300	$6000	$6600	$7400	$8600	$9300
1st Place	$14000	$16000	$18000	$20000	$22000	$24000	$26000	$28000
2nd Place	$10000	$12000	$14000	$15000	$17000	$19000	$20000	$23000
3rd Place	$7000	$8000	$9000	$10000	$11000	$12000	$13000	$14000
4th Place	$5000	$6000	$7000	$8000	$9000	$10000	$11000	$12000
5th Place	$4000	$5000	$6000	$7000	$8000	$9000	$10000	$11000
6th Place	$3000	$4000	$5000	$6000	$7000	$8000	$9000	$10000
7th on	$3000	$3000	$3000	$3000	$3000	$3000	$3000	$3000

RACETRACK STATS

When you race in the F1 class, you win Driver's Points along with money. You need both if you're going to be the Champ, so study these charts to plan your strategy.

F1 GRAND PRIX

Prize	
1st Place	$20000
2nd Place	$12000
3rd Place	$8000
4th Place	$6000
5th Place	$4000
6th Place	$2000
7th on	$1000

Drivers Points	
1st Place	10 Points
2nd Place	6 Points
3rd Place	4 Points
4th Place	3 Points
5th Place	2 Points
6th Place	1Point
7th on	0 Points

HOT TIPS BOOKLET

The Hot Tips Booklet is available for the racing enthussiast! Send $5.00 (money order, U.S. funds only) to SETA U.S.A., Inc. See address below.

THIS BOOKLET INCLUDES

1. Hidden Features
2. Race Course Maps
3. Technical Q & A (Questions & Answers)

This offer valid while supplies last. The contents are subject to change without notice. Allow 4-5 weeks for delivery

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90-DAY LIMITED WARRANTY

SETA U.S.A., Inc. (SETA) warrants to original consumer that this SETA Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SETA will repair or replace the PAK, at its option, free of charge.

TO RECEIVE THIS WARRANTY SERVICE:

1. DO NOT return your defective PAK to the retailer.
2. Notify the SETA Consumer Service Department of the problem requiring warranty service by calling (702) 795-7996. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
3. If the SETA service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Record this number on the outside packaging of your defective PAK and return it, freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof of purchase, within the 90-day warranty period to:

SETA U.S.A., Inc.
SETA Service Department, 105 East Reno Avenue, Suite 22
Las Vegas, Nevada 89119
Tel: (702) 795-7996

This warranty shall not apply if the PAK had been damaged by negligence, accident, unreasonable use, modifications, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the SETA Consumer Service Department at the phone number noted previously. If the SETA service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return it freight prepaid, at your risk of loss or damage, to SETA, enclosing a check or money order for $15.00 payable to SETA U.S.A., Inc. SETA will, at its option, and subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

WARRANTY LIMITATIONS:

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall SETA be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

F1-ROC II™

RACE OF CHAMPIONS

SETA™

SETA U.S.A., INC.

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Game Counseling Available
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